

Hearthfire

Additional rules for
downtime in Trophy Gold.



TROPHY

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WHAT IS HEARTHFIRE?

Hearthfire is an optional rules module for the Trophy Gold tabletop roleplaying game. It builds on the existing “return to town” mechanics of Trophy Gold by adding elements that give that part of the game more narrative significance. Using Hearthfire, you’ll be able to explore the treasure-hunters’ backstories and motivations, learn more about the town they call home, and get a better understanding of their day-to-day lives when they’re not exploring the dark and forgotten places of the world. Importantly, Hearthfire is entirely optional—Trophy Gold works just fine without it. However, using Hearthfire will make your story more nuanced, more textured, and more emotional; it will add depth to the treasure-hunters’ exploits, making their victories sweeter and their failures more agonizing.

HOW DOES HEARTHFIRE WORK?

For the GM: Adding Hearthfire to your Trophy Gold campaign is extremely easy; the module has no additional mechanical complexity, relying instead on questions and narrative prompts to flesh out the story. Simply give each player their own copy of the Hearthfire sheet, which they will use to track the various elements that make up the Hearthfire module. If a player’s treasure-hunter dies or is forced to retire, give the player a new sheet after they make a new treasure-hunter.

For players: The Hearthfire sheet tells you everything you need to know when your treasure-hunter returns to town. When you want to take one of the actions detailed on the sheet, such as Carousing, Healing, or buying Equipment, simply read and follow the instructions for that section. The Hearthfire sheet also functions as a rough outline for thinking about who your character is and what their life is like in town. Use it as inspiration for thinking about your treasure-hunter in a deeper way.

GUIDANCE FOR EACH SECTION

The following is guidance for each section of the Hearthfire sheet, including an explanation of their narrative purpose and clarifications on how they work.

Hoard

The purpose of the Hoard section is to show a treasure-hunter’s backstory, what Drives them, and how far they are willing to go to get what they want. Bonuses given by a chosen prompt, such as extra dice or cleared Conditions, can only be used once. The final prompt on the list is optional, meaning a player never has to mark it, even if all the other prompts are marked. The player should continue adding Gold to their Hoard after all the Hoard prompts are marked or if they choose to leave the last one unmarked when the others are marked.

A note about Gold and the Hoard: Gold is an abstraction of a character’s money, resources, and opportunities. 1 Gold may represent (among many other things) a sack of copper coins, a handful of uncut gems, or favors owed to a treasure-hunter by the local constabulary. In Trophy Gold, we don’t concern ourselves with the granular details of wealth, such as specific coinage; rather, we care whether, broadly-speaking, a treasure-hunter can meet their obligations, no matter how they have to do

it. Likewise, the Hoard is an abstraction of how close the treasure-hunter is to achieving their Drive. It’s true they are literally stashing money away into a hiding spot, but it’s more accurate to view the Hoard mechanic as a progress clock: “This is how close my character is to achieving their Drive.” We assume the treasure-hunters are regularly dipping into their stash in order to pay for the day-to-day necessities of life, adding to it here and there whenever they’re able to, and so on, even if we never see these actions in our story.

When the last Hoard prompt is chosen, this is the treasure-hunter saying to the cosmos: “I care more about my personal safety and comfort than accomplishing my goal.” In other words, the treasure-hunter has given up on completing their Drive, even if they can’t admit it to themselves. Indeed, even after this prompt is chosen, the treasure-hunter continues to stash money away: the gods may have conspired to make it impossible for them to achieve their Drive, but they aren’t yet aware of that fact—and never will be.



Household

This section gives players a chance to reveal their treasure-hunter’s personality in the way their Household is described and by the mementos they collect from incursions. Players don’t have to detail the mementos they keep until they use the Household to heal Ruin or clear Conditions. When the time comes, they simply think of something their character might have taken—even if it’s an object that was never mentioned in play. The GM has final say whether it would be plausible for the item described to have been taken. Mementos mostly serve as flavor for the story, but can be used by a treasure-hunter in any way that seems plausible.

Library

The purpose of this section is to show the difficulties and complications that come with attempting to master powerful magicks.



Training

This section is meant to add narrative heft to the process of acquiring new Skills, as well as introducing mentor characters that may play an important role in the treasure-hunter's life. GMs should look for opportunities to incorporate mentors into future scenes and scenarios.

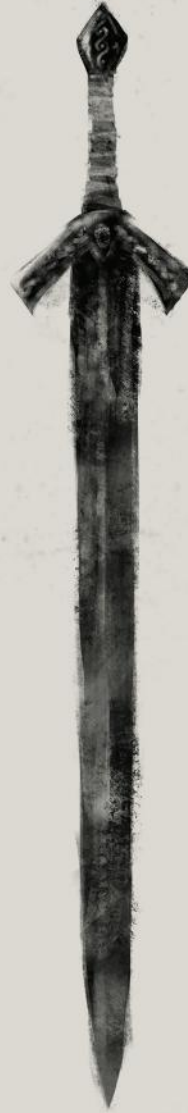
Carousing

Rollicking, fun-filled scenes in a tavern are a staple of fantasy fiction. People need to let their hair down from time to time, even in the bleak world of Trophy Gold. The purpose of this section is to add a bit of fun to tavern scenes and to get players invested (possibly literally so) in their favorite local watering hole.



Equipment

Shopkeepers acting as quest-givers is another staple of fantasy fiction. The purpose of this section is to show a shopkeeper character gradually warming-up to a treasure-hunter, eventually trusting them enough to get them involved with whatever secret they are harboring. The GM should be thinking about the shopkeeper's secret as the campaign progresses, so that when the time comes, they're ready to present a fun side quest for the treasure-hunters to go on (or possibly a whole incursion, depending on the scope and gravity of the shopkeeper's secret).



Healing

The purpose of this section is to reveal the treasure-hunter's personality by showing aspects of their private life.

Funeral

This is an entirely new addition to the Trophy Gold rules. The purpose of this section is to show the ways a treasure-hunter honors their fallen comrades.

TROPHY GOLD

HOARD

Stash Gold in your Hoard to get closer to achieving your Drive and retiring. Complete both of the following the first time you do so:

- Answer: Where do you keep your hoard so no one can find it?
- Narrate a flashback to the moment your Drive became important to you.

Each time thereafter, mark one from the list below and do what it says. You cannot choose an option that is already marked.

- Narrate a flashback showing your favorite memory from childhood.
- Answer: Which Sister have you dedicated yourself to? How do you thank her for her help? The next time you perform this rite of thanks during an incursion, clear an emotional or psychological Condition.
- Answer: You've seen a sign or an omen about what's to come. What is it? You may take an extra light die on a single Hunt Roll or a single Risk Roll if you describe how the sign or omen is manifesting in the scene.
- Narrate a flashback showing a personal triumph related to your Background.
- Narrate a flashback showing a personal triumph related to your Occupation.
- Narrate a short scene in the present day showing how you're getting closer to achieving your Drive. Add 2 extra Gold to your Hoard.
- Answer: What person, place, or thing in town regularly reminds you of your Drive?
- Answer: In what way does your physical appearance reflect your obsession with your Drive?
- Narrate a flashback showing how you secretly betrayed the other treasure-hunters in order to satisfy your Drive. Add 2 extra Gold to your Hoard.
- *Optional:* Instead of adding Gold to your Hoard, remove any amount you wish (this can be done in order to satisfy Burdens or any other action on this sheet). The GM will narrate a scene showing why you will never satisfy your Drive.

CAROUSING

Spend 1 Gold in town to get access to useful information before beginning an incursion. Useful information includes rumors, maps, and a named monster's Weakness. Each time you do so, mark the first unmarked option and do as instructed:

- Ask a player to write down an adjective and reveal it to you secretly. Ask another player to write down a noun and reveal it to you secretly. Combine the adjective and noun to make the name of your character's favorite tavern in town.
- Describe the "high quality" meal you usually order at your favorite tavern. The other players will then describe how you have it all wrong, and how the fare at your favorite tavern is substandard at best.
- Answer: In what ways have you personalized your favorite tavern or otherwise made it feel like a second home?
- *Optional:* Spend 3 more Gold to gain an ownership stake in your favorite tavern. From now on, you get one free piece of information whenever you carouse there. Leave unmarked until you exercise this option.

LIBRARY

You have acquired a few small spellbooks you can carry with you on your journey. Studying them unlocks new Rituals, at a cost of 1 Burden per Ritual. Each time you do so, pick one:

- Narrate a scene showing the moment you mastered the Ritual.
- Describe how mastery of the Ritual subtly affects your physical appearance.

HOUSEHOLD

Access to a higher quality of life automatically heals you of 1 Ruin and all Conditions when you return home. The first time you establish a Household, increase your Burdens by 1, then complete both of the following:

- Answer: What kind of structure or environment is your Household? A small cottage? A decrepit church you are lovingly restoring? A series of tunnels belonging to the local thieves guild? Something else?
- Ask the other players: Which memento from our journeys together can be found in my Household? Note the answers on the lines below.

Each time thereafter you use the Household to heal Ruin or clear Conditions, write down a memento you kept from the incursion.

EQUIPMENT

Spend 1 Gold in town to open crossed-out slots in your backpack. The first time you do so:

- Name the shopkeeper and work with the GM to define their secret. The secret can be anything—a magical item they have in their possession, a lucrative opportunity they're aware of, an estranged family member they want to find—so long as it's something you might be interested in. Write the secret on the line below.

Each time thereafter, mark a box. When all the boxes are marked, the GM will present a side quest related to the shopkeeper's secret.

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TRAINING

You have a mentor training you in a new Skill. Each Skill you acquire costs 1 Burden. Each time you do so, complete all of the following:

- Name your mentor and describe an incident they are famous for.
- Narrate a short montage showing how you learned the Skill after days, weeks, or months of training.
- Narrate why your mentor or your new Skill increases your Burdens. Are you taking care of your mentor in some way? Does your Skill require specialized equipment? Something else?

HEALING

Spend 1 Gold in town to heal yourself of 1 Ruin. Alternatively, you can mark an item from the list below and do what it says to heal yourself of 1 Ruin. You cannot choose an option that is already marked, and you can only heal 1 Ruin in this way before returning to an incursion.

- Narrate a scene showing how you satisfy your physical desires when in town.
- Narrate a scene showing a private side of you few others see.
- Narrate a scene showing a truly beautiful place in or near town.

FUNERAL

If a treasure-hunter is killed on an incursion, any player with a treasure-hunter still alive should describe how their character memorializes their fallen comrade. If the fallen treasure-hunter has a Household, the players of the survivors can take a memento from it and add it to their own Household or found equipment.